

STORY ENGINE SETTINGS: "Your Story"**CHARACTER DYNAMICS:**

MC RESOLVE: **Change**
 MC GROWTH: **Start**
 MC APPROACH: **Be-er**
 MC PROBLEM-SOLVING STYLE: **Intuitive**
 IC RESOLVE: **Steadfast**

PLOT DYNAMICS:

DRIVER: **Decision**
 LIMIT: **Optionlock**
 OUTCOME: **Success**
 JUDGMENT: **Good**

IMPACT CHARACTER

(Constantin Siegwart-Müller)

THROUGHLINE: **Situation**
 CONCERN: **The Future**
 ISSUE: **Delay vs. Choice**
 PROBLEM: **Support**
 SOLUTION: **Oppose**
 SYMPTOM: **Avoidance**
 RESPONSE: **Pursuit**
 UNIQUE ABILITY: **Choice**
 CRITICAL FLAW: **Hope**
 BENCHMARK: **The Present**
 SIGNPOST 1: **The Present**
 SIGNPOST 2: **How Things are Changing**
 SIGNPOST 3: **The Future**
 SIGNPOST 4: **The Past**

MAIN VS. IMPACT STORY

(The Main vs. Impact Story)

THROUGHLINE: **Manipulation**
 CONCERN: **Changing One's Nature**
 ISSUE: **Commitment vs. Responsibility**
 PROBLEM: **Faith**
 SOLUTION: **Disbelief**
 SYMPTOM: **Avoidance**
 RESPONSE: **Pursuit**
 CATALYST: **Responsibility**
 INHIBITOR: **Self Interest**
 BENCHMARK: **Conceiving an Idea**
 SIGNPOST 1: **Developing a Plan**
 SIGNPOST 2: **Playing a Role**
 SIGNPOST 3: **Changing One's Nature**
 SIGNPOST 4: **Conceiving an Idea**

OVERALL STORY

(The Overall Story)

THROUGHLINE: **Activity**
 CONCERN: **Obtaining**
 ISSUE: **Self Interest vs. Morality**
 PROBLEM: **Control**
 SOLUTION: **Uncontrolled**
 SYMPTOM: **Avoidance**
 RESPONSE: **Pursuit**
 CATALYST: **Morality**
 INHIBITOR: **Commitment**
 BENCHMARK: **Gathering Information**
 SIGNPOST 1: **Doing**
 SIGNPOST 2: **Obtaining**
 SIGNPOST 3: **Gathering Information**
 SIGNPOST 4: **Understanding**

MAIN CHARACTER

(Katharina Morel-Kaufmann)

THROUGHLINE: **Fixed Attitude**
 CONCERN: **Innermost Desires**
 ISSUE: **Hope vs. Dream**
 PROBLEM: **Control**
 SOLUTION: **Uncontrolled**
 SYMPTOM: **Feeling**
 RESPONSE: **Logic**
 UNIQUE ABILITY: **Dream**
 CRITICAL FLAW: **Delay**
 BENCHMARK: **Contemplation**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Innermost Desires**
 SIGNPOST 4: **Contemplation**

ADDITIONAL STORY POINTS

GOAL: **Obtaining**
 CONSEQUENCE: **Changing One's Nature**
 COST: **The Future**
 DIVIDEND: **Innermost Desires**

REQUIREMENT: **Gathering Information**
 PREREQUISITE: **Conceiving an Idea**
 PRECONDITION: **The Present**
 FOREWARNINGS: **Contemplation**